

AGB-AN6E-USA

GAME BOY ADVANCE

GAME BOY ADVANCE

KLONO A²

..Dream Champ Tournament..



INSTRUCTION BOOKLET

namco[®]

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES



WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Altered vision

Eye or muscle twitching

Involuntary movements

Loss of awareness

Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

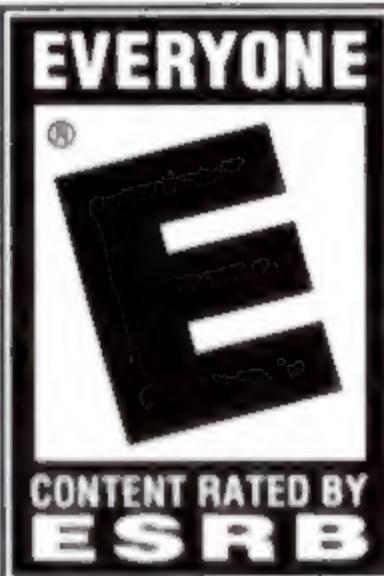
- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

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Rev-D(L)



KLONOA²

•Dream Champ Tournament•

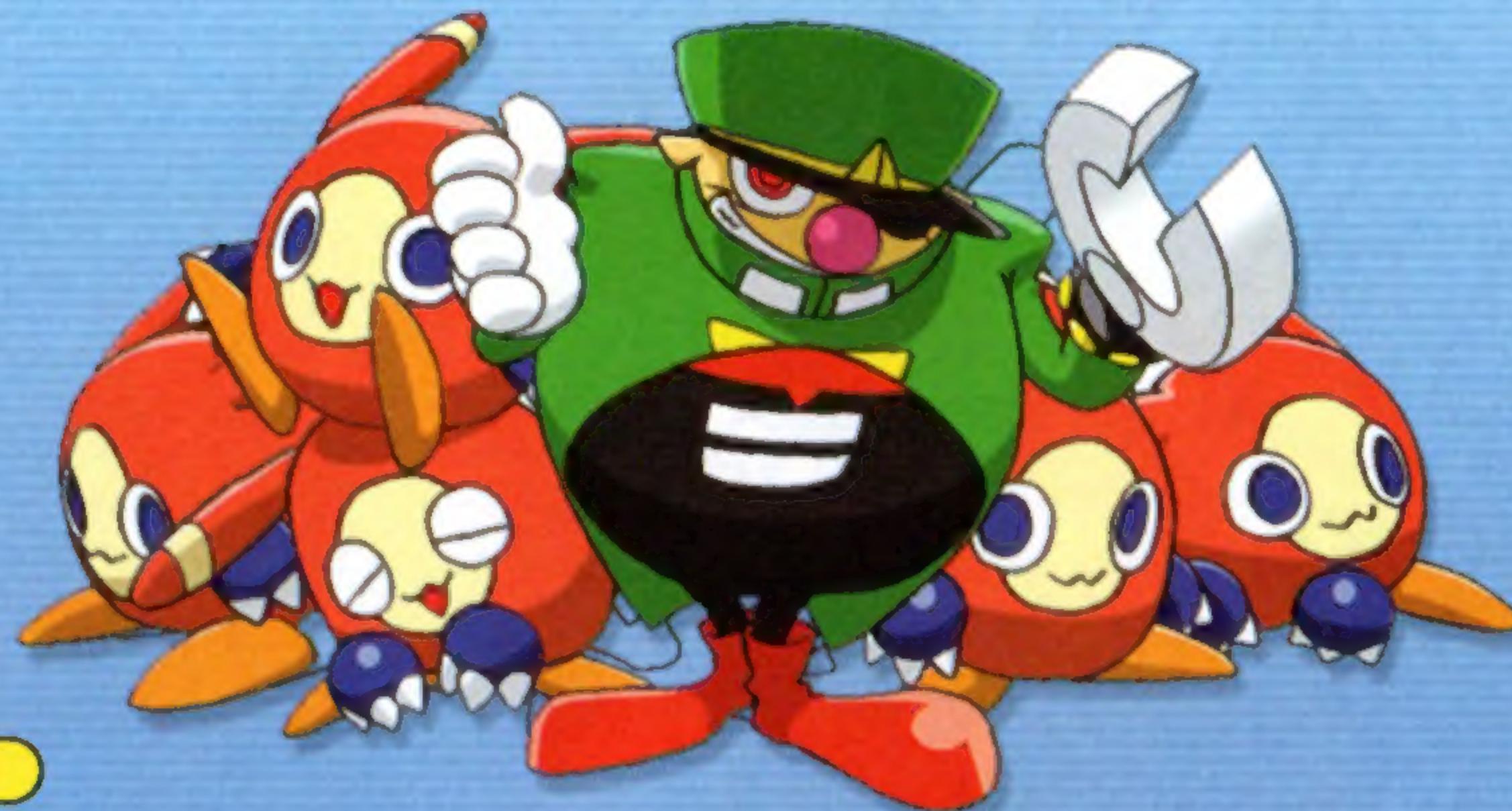
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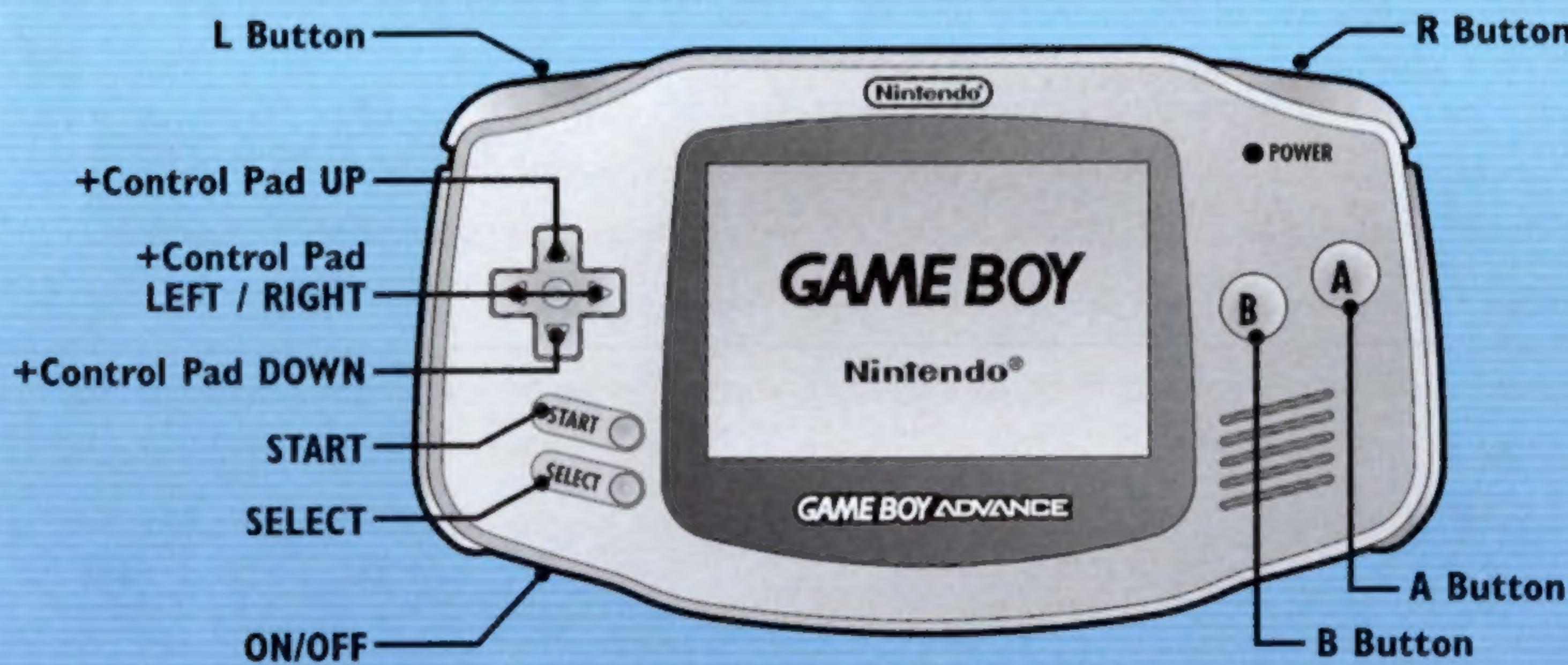


GETTING STARTED

1. Switch the Nintendo® Game Boy® Advance system OFF. Never insert or remove a Game Pak while the Game Boy® Advance is ON.
2. Insert the KLONOA®2 DREAM CHAMP TOURNAMENT Game Pak into the slot on the Game Boy® Advance. Press firmly to ensure the Game Pak is correctly inserted.
3. Switch the Game Boy® Advance ON. The title screen should appear. If the title screen fails to appear, return to step 1.
4. Press START to enter the Main Menu.



CONTROLS





THE STORY



After vanquishing the entities of evil and restoring peace to the Empire of Dreams, an invitation to the "Dream Champ Tournament" mysteriously floats out of the sky and lands in Klonoa's hands. Grasping it, Klonoa is suddenly whisked off to a mysterious arena.

The arena is packed with many other adventurers. Klonoa makes out the figures of his friends Lolo and Chipple in the crowd. Garlen, the tournament sponsor, makes an address to the gathering of adventurers.

"I am holding this tournament in order to decide who amongst the adventurers in the Empire of Dreams is the greatest hero. The winner will also be awarded a large sum of money as a prize!"

Klonoa is much more interested in the title of "Greatest Hero" than the cash prize.

The Dream Champ Tournament includes various traps and puzzles. Will Klonoa and his friends manage to figure them out?

And thus the adventure begins anew...



CHARACTERS

Klonoa, together with his friends and rivals will be participating in the Dream Champ Tournament.



KLONOA

A playful yet slightly reckless, rambunctious boy with an unlimited amount of curiosity. Very adept at shooting wind bullets from a ring that can manipulate the wind!



GANTZ

A maverick bounty-hunter. Feared everywhere as the “Golden Killer,” and rumored to let nothing come between him and victory. Perhaps Klonoa’s biggest threat?





CHARACTERS



LOLO & POPKA

An apprentice priestess who has already accompanied Klonoa on a previous adventure. She is heading off for a new adventure with her sidekick, Popka. She seems to have become somewhat stronger...

CHIPPLE

A young, boxing-crazy tyke who sorely misses his older brother. He may not be all-powerful, but he still has his sights on the prize!



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CHARACTERS



JOKA

A trickster who wanders throughout the Empire of Dreams. Very fond of insidious schemes and little tricks, so is probably up to something this time too!



SUIRYU

A very calm and collected dragon knight who's first to be called when real action is called for! But he too seems to have something up his sleeve.

GARLEM

The promoter of the Dream Champ Tournament, who thinks of himself as a brilliant inventor. However, for this tournament he seems to have something else in store...





CHARACTERS



GOMEROOTH



DIGLO

ANEMON

ZWEEGLE

GOMEROOTH | ANEMON | ZWEEGLE | DIGLO

Zweegle, a vampire...Anemon, a bodyguard with a nasty temper...
Diglo, a member of a gang of thieves...Gomeroth, an able-bodied
fisherman... Each one of these competitors is a powerhouse, without
doubt! Who'd want to match up against these guys???

STARTING THE GAME

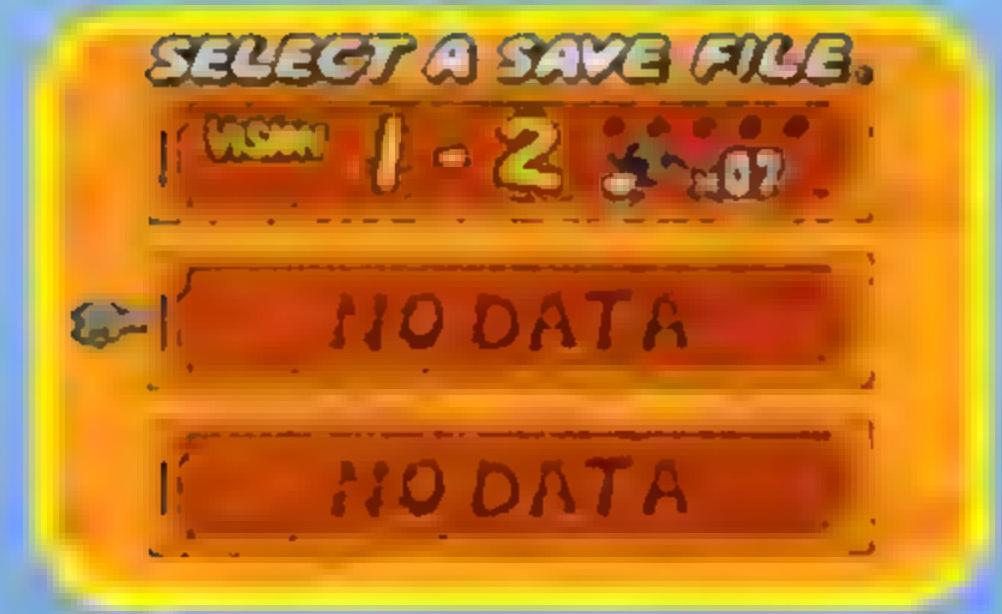
Insert the KLONOA™ 2 DREAM CHAMP TOURNAMENT Game Pak into your Game Boy® Advance and turn it on. In a few moments the Title screen will appear. Press START or the A Button to advance to the Mode Select Screen.



MODE SELECT SCREEN

Select the appropriate mode using the +Control Pad, and press START or the A Button to confirm your selection. Choose NEW GAME to play from the beginning or CONTINUE to resume a previous game.

Note: If you have not previously saved any of your games, NEW GAME will be your only available choice.



FILE SELECT SCREEN

Use the +Control Pad to select the saved file, and press START or the A Button to confirm your selection. If you chose NEW GAME on the Mode Select Screen, the game you play will overwrite any previously saved game.



STARTING THE GAME



AUTO SAVE FEATURE

KLONOA 2 DREAM CHAMP TOURNAMENT has an Auto Save feature that automatically saves your game both during a Vision (Stage) and whenever you clear a Vision. You can resume saved games by choosing **CONTINUE** on the Mode Select Screen and then selecting the saved file.

CLEARING SAVE DATA

To erase all *KLONOA 2 DREAM CHAMP TOURNAMENT* save data, hold down the R, L, A, and B Buttons and press the +Control Pad to the right as you simultaneously turn the power ON. Continue holding down all the buttons as the Game Boy logo appears, until the screen to erase the saved data is displayed. Highlight YES with the +Control Pad and press START or the A Button to erase all saved games.



PLAYING THE GAME

The DREAM CHAMP TOURNAMENT is comprised of five Worlds. Each World is separated into 9 Visions (Stages). Klonoa must use different skills to clear each Vision.



WORLD MAP

At first, only the Western Jungle stage will be available, but once you've cleared it, you'll be able to visit the next World. Even if you have not cleared all the Visions in the World, you will have cleared it once you've beaten the Boss.



VISION SELECT

As you clear each Vision, more Visions will be available for you to try. You can replay cleared Visions as many times as you like.





PLAYING THE GAME



PUZZLE STAGES

The goal for Puzzle Stages is to clear various challenging puzzles using objects found in the stage. Clear a Vision by collecting 3 Moon Stones and opening the Moon Door.



ACTION STAGES

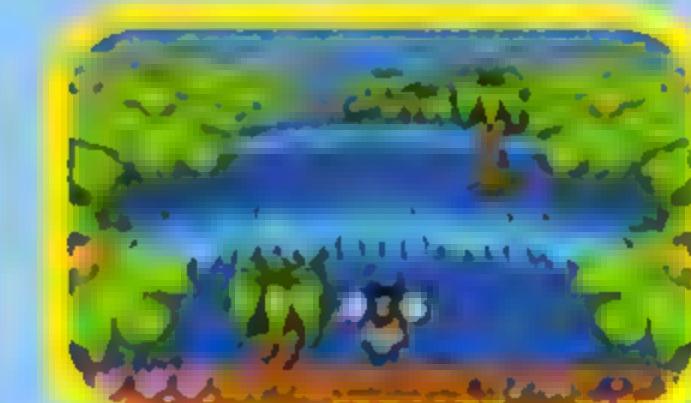
Test Klonoa's powers in two types of action stages. In Hover Board Stages, you'll glide on a self-propelled hover board. In Athletic Challenge Stages, you progress by overcoming obstacles while making sure you stay within the boundaries of the scrolling screen.

Clear both Stage types by reaching the goal.



BOSS VISIONS

These Visions require you to battle Boss characters. In World 1, you'll clear the Vision by escaping the Boss. In World 2 and others, you'll clear the Visions by reaching the goal before he does.



PLAYING THE GAME



VISION CLEAR SCREEN

When you have cleared a Vision, this screen will show how many Dream Stones you have collected, the number of times you have started over and the amount of damage you have taken. Your performance will be awarded one or four rankings: S, A, B and C.

DREAM GALLERY

Once you have collected all of the Dream Stones in a Vision and cleared it, a part of the picture in the Dream Gallery will become visible.

CONTINUE

The Continue Screen appears when Klonoa loses all of his remaining lives. Highlight CONTINUE and press START or the A Button to continue the game from the beginning of the Vision.

Note: Select QUIT to end the game.

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PLAYING THE GAME

PAUSE MENU

Press START during play to bring up the Pause Menu. Use the +Control Pad to select, and confirm your selection with the A Button.



CONTINUE: Resume the game.

RETRY: Restart the game from the beginning of the Vision you are currently playing.

SELECT VISION: Return to the Vision Select Screen.

BUTTON CONFIGURATION: Reassign the button controls by pressing the +Control Pad < or > to choose Type 1 or Type 2. Press the A Button to confirm your choice.

Note: You can choose from among the following when pausing from the Vision

*Select Screen: CONTINUE, WORLD MAP (return to the World Map), and
RETURN TO TITLE (return to the Title Screen).*

What if you can't proceed?

Sometimes a mistake you make in solving a puzzle will prevent you from going any further. If that occurs, select RETRY in the Pause Menu.

Retrying will not reduce the number of Klonoas remaining, but the number of items you have collected (Dream Stones and other objects) will be reset to the number you had at the start of that field.

Note: This option is not available in the Boss Stage (Vision 9).

GAMEPLAY SCREEN

The basic rules, game play, and the layout of the Gameplay Screen will now be explained. Each Vision may have slightly different items and rules.



- ① KEYS**
- ② LIFE METER**
- ③ SUN STONES**
- ④ DREAM STONES**
- ⑤ KLONOAS REMAINING**
- ⑥ MOON STONES**

VISION RULES

- ①** Getting touched by an enemy, or falling into water or spikes will reduce Klonoa's Life Meter by one Heart. (You can collect more Hearts to restore the Life Meter.)
- ②** When Klonoa's Life Meter completely runs out, the number of Klonoas remaining will decrease by one.
- ③** If the number of Klonoas remaining reaches zero, the game ends.
- ④** Open Doors using the Keys found in each Vision. You will also find special Keys hidden in treasure chests.
- ⑤** Collect 3 Moon Stones to open a Moon Door.
- ⑥** Clear Puzzle Stages by going through a Moon Door. Clear Action Stages by reaching the goal.

KLONOA²
Dream Champ Tournament

★ GAME CONTROLS

- L Button** Rotate Map (on Vision Select Screen)
Rotate (3D Hover Board Screen)
- R Button** Rotate Map (on Vision Select Screen)
Scroll screen (Hold in while using the +Control Pad)
- A Button** Jump
- B Button** Shoot wind bullet
Grab enemy or box
Throw enemy or box (When holding an enemy or box)
- +Control Pad** Move Klonoa
- START** Pause Menu
Skip Story Screens

These are the default control settings. You can reassign the controls using the BUTTON CONFIGURATION option in the Pause Menu.

ACTION!

Among Klonoa's many athletic skills are his running and jumping abilities. Learn how to command him so he moves confidently through each Vision.



MOVE

Press the +Control Pad Left or Right.
Klonoa will move in the direction you press.



When Klonoa is riding his hover board, the screen scrolls automatically, so you don't need to use the +Control Pad to move.



Klonoa wears a diving suit when he's in the water. He will move more slowly than usual, and will float for a slightly longer time.



ACTIONS

CLIMB UP AND DOWN

Press the +Control Pad Up or Down

Klonoa will climb up or down on ladders and ropes. Unfortunately, Klonoa cannot climb while he's holding an enemy or a box. He will ascend quickly if he jumps while climbing.



JUMP

Press the A Button

Klonoa will jump, even if he's carrying an enemy or a box.



HOVER

Hold down the A Button while jumping.

Klonoa will flap his ears and hover in midair for a short time. While he's hovering, you can move him slightly to one side or the other with the +Control Pad. His hovering ability doesn't work when he's carrying an enemy or a box.



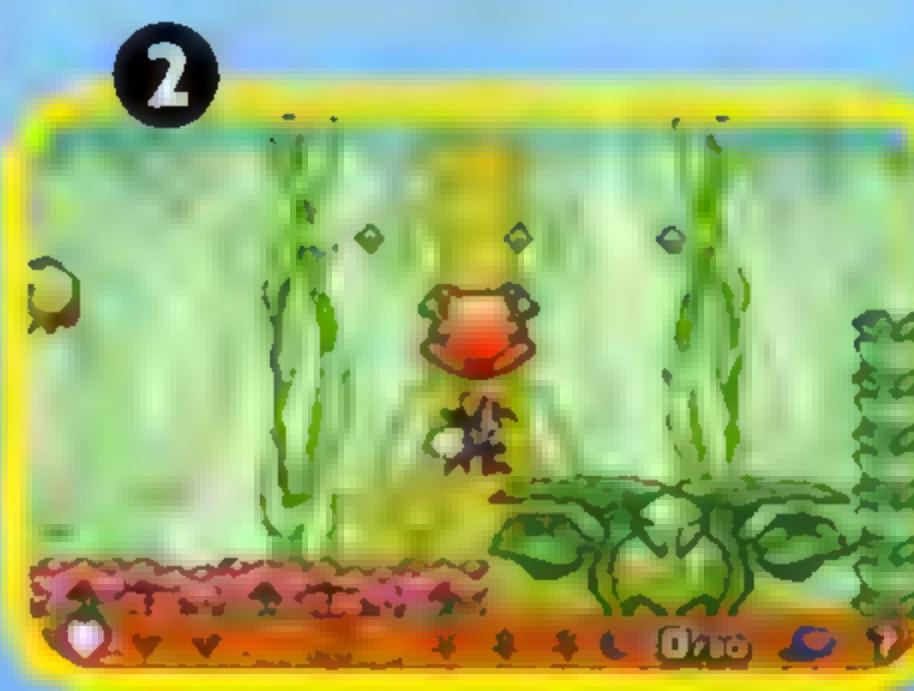
ACTIONS

CAPTURING ENEMIES

Capture an enemy by shooting it with a wind bullet. You can also throw a captured enemy, which will explode when it hits an obstacle or another enemy. Try using different techniques not only to attack your enemies, but to destroy crates, move objects, and perform other tasks with them.



First, get close enough to an enemy and press the B Button to fire a wind bullet at it.



You'll capture the enemy if the wind bullet hits it.



Press the B Button again to throw the captured enemy.



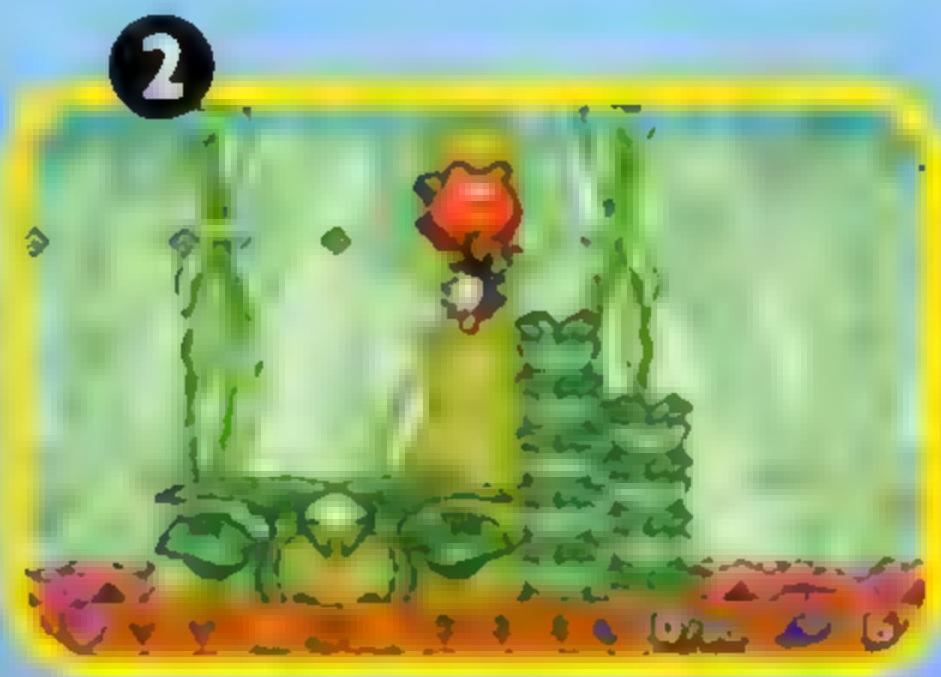
ACTIONS

DOUBLE JUMP

Use captured enemies to jump higher! Your jumps will be twice as high because you're bouncing on top of the enemy. The enemy used as a trampoline will be kicked down, and can therefore attack other enemies below as well.



1



2



3



First, capture an enemy by firing a wind bullet at it with the B Button.

Press the A Button to jump, and then press the A Button again while in midair.

You now have completed a double jump. At this point you can capture another enemy and do yet another double jump.

OBJECTS

There are various objects located in the Visions. Plan how you'll use them to help you clear the Vision.



BOXES

Boxes can be thrown, but they do not explode like enemies do. You can also use them as stepping stones.



BOMB BOXES

Bomb Boxes will explode in the direction of the arrow when triggered by a Boomie or another explosion. Bomb Boxes can also be used as stepping stones.



WHIRLWINDS

These will carry Klonoa high in the air if he touches one. Use the +Control Pad to navigate.



CONVEYOR BELTS

These are operated by the Moos. They can also be operated in reverse, which makes them very dangerous.



OBJECTS

SWITCHES

Hit them with wind bullets or enemies to activate them, and then watch what happens!



PRESSURE SWITCHES

To activate these special switches, stand on them or place a box on top of them.



GOOMI

Hit a Goomi with a wind bullet to hang from it. You can also jump while you're hanging.



ARROW PANELS

Bounce an enemy or object off an Arrow Panel, and it will go flying in the arrow's direction. Use a wind bullet to change the direction of blue arrows.



OBJECTS



WATERFALLS

Waterfalls block Klonoa's path. Stop their flow using enemies and boxes in order to proceed.



CRATES

These can't be moved, but can be destroyed by hitting them with an enemy. They might just contain a little surprise for you...



FOUNTAIN FOOTHOLDS

These bubbling geysers rise and fall with water power. Time your jumps to hop across them.



SPRINGS

Press the A Button just as you step on a Spring for a high jump. Timing is everything.

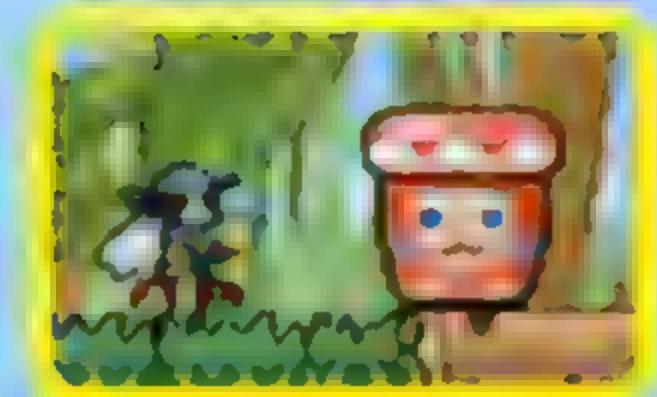
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OBJECTS

MOO FLOWER POTS

Throw an enemy down into one, and a vine will extend upwards. You can then recapture the enemy.



CANNON

Throw an enemy into one and fire it at your rivals to stall them for a little while.



MOON DOORS

Collect 3 Moon Stones (see page 27) to open these doors.



KEY DOORS

You need a Key (see page 27) to open these doors.



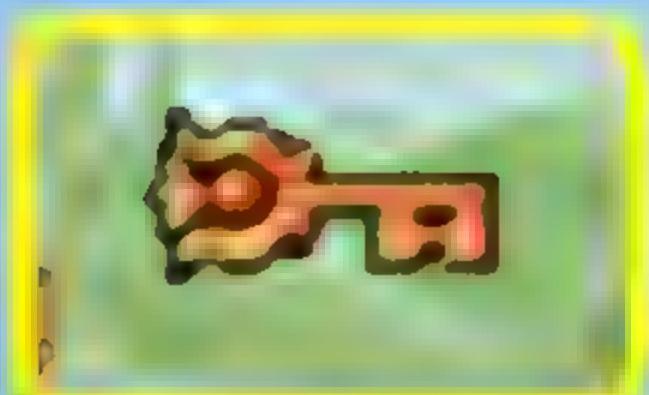
ITEMS

There are several different items that Klonoa can acquire. Some may be hidden in places that aren't obvious, so make sure you look all over for them.



MOON STONES

When you've collected 3 of these in the Puzzle Stages, you'll be able to open a Moon Door.



KEYS

Use these to open a Key Door.



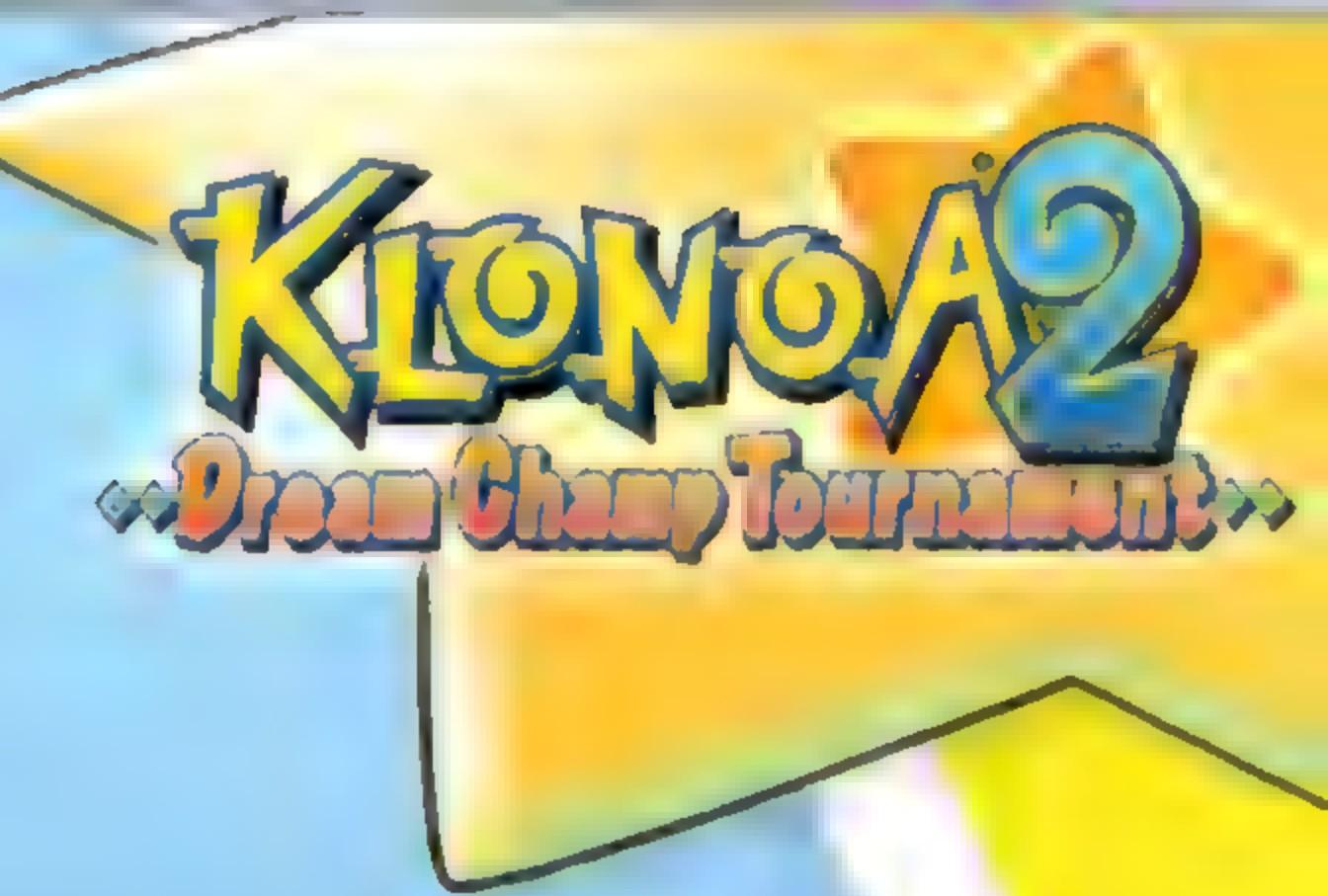
SPECIAL KEYS

Special Keys are hidden in treasure chests. These will allow you to open Special Doors.



SUN STONES

You'll find one of these in each Vision. Collect all of them for a nice surprise.

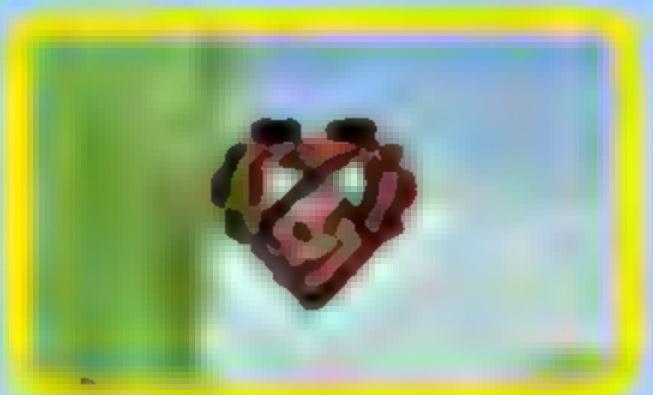




ITEMS

HEARTS

When you collect a Heart, Klonoa's Life Meter recovers by one heart.



I UPS

Each I UP you collect increases the number of Klonoas remaining by one.



DREAM STONES

Green ones are small, blue ones are large. Each blue stone is worth 5 small ones. If you collect all of the Dream Stones in a Vision, a part of the Dream Gallery will appear when you have cleared the Vision.



NYAPOKOS

When you come across an Nyapoko, press the +Control Pad Up to receive messages from your friends, hints on figuring out puzzles, and other useful information.

BADDIES

Here are the enemy characters that are waiting for Klonoa. They may look cute at first glance, but don't let that fool you. Sometimes you'll be able to use them to clear Visions.



MOO

The Klonoa series would not be complete without these well-known enemy characters. This time, they appear all over the Worlds in different disguises! Keep them from distracting Klonoa, or he won't be too happy!



FLYING MOO

Moos with wings! Capture them with well-timed jumps, and use them resourcefully.



GLIBZ CANNON

This hardy two-fisted cannon-packer comes at you with guns blazing! Time your shots well, and wait for your chance when he stops firing!

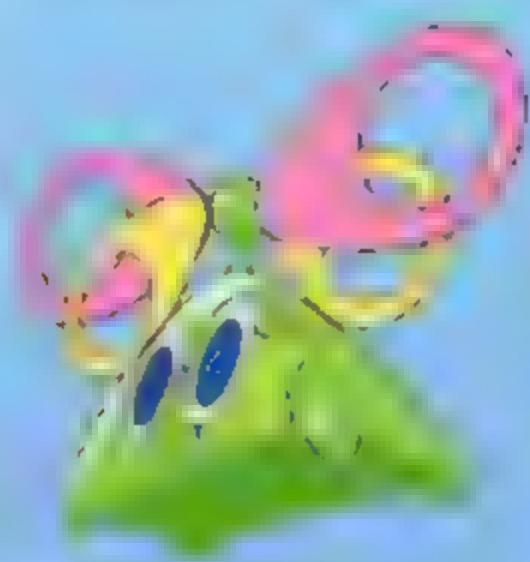




BADDIES

HOPPIN' MOO

These guys hang around with the Moos, and bounce all over the place on their spring-loaded, well, springs. Approach them steadily by matching the rhythm of their jumps.

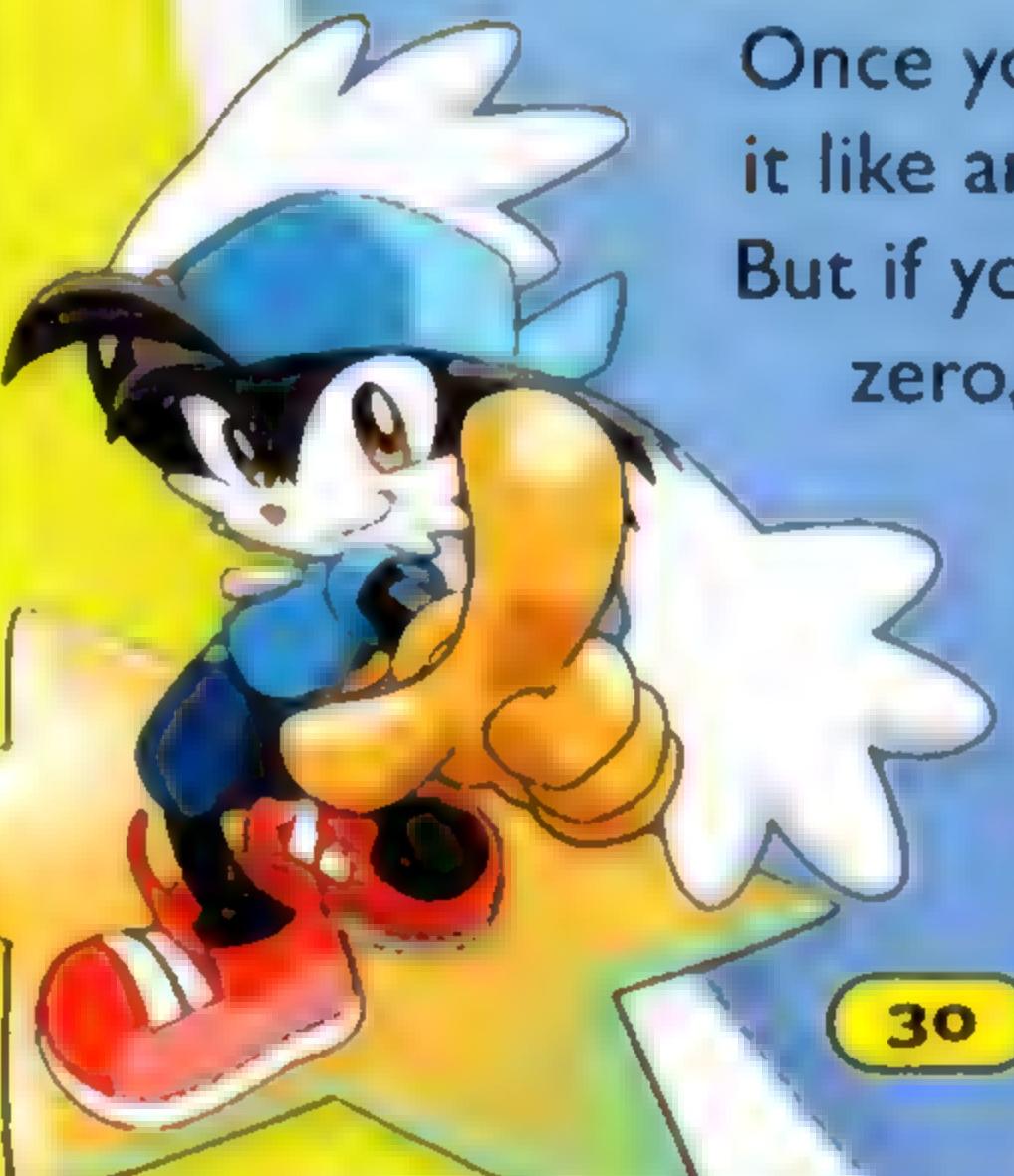


TETON

This mysterious propeller-driven ghost floats in midair. Hit it with a wind bullet to catch a ride.

BOOMIE

Once you pick up a Boomie, a countdown starts! Throw it like any other Baddie and nothing will happen to you. But if you're still holding it when the counter reaches zero, BOOM! The Boomie will explode.



SPIKER

Nothing can hurt these guys. Try to get around them without getting injured!



BADDIES



ERBIL

Capture one and perform a double jump. This will electrify Klonoa and allow him to defeat enemies by flying into them.



LIKURI

Capture one and throw it against another enemy. It will change color and then come right back to you. Use Likuri's to destroy the yellow, blue and red stones. It will change color according to how many times it has hit an enemy. The sequence of color changes is yellow, blue, then red. Throw a Likuri at stones of the same color to destroy the stone, allowing you to progress.

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